

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - a game operable upon a wager by a player;
 - 5 a cabinet;
 - a housing connected to the cabinet;
 - a symbol display mechanism including a plate movably attached to the housing and a plurality of symbol display members each independently movably attached to the support, each of said symbol display members
 - 10 including at least one symbol and at least one of said symbol display members including a plurality of symbols, wherein at least one of the symbols on the symbol display members is adapted to be indicated after a triggering event;
 - and
 - an award adapted to be provided to a player, wherein the award
 - 15 is based on the indicated symbol.
2. The gaming device of Claim 1, wherein at least a portion of the housing includes a substantially transparent material.
- 20 3. The gaming device of Claim 1, wherein the symbol display mechanism includes a support having a first end and a second end, said first end being attached to the plate and said second end being movably connected to the housing.

4. The gaming device of Claim 3, which includes an actuator coupled with the second end of the support.

5 5. The gaming device of Claim 1, which includes a first gear positioned adjacent to the plate and attached to the frame, and a plurality of second gears, each of said second gears attached to one of the symbol display members, wherein the first gear is meshed with each of the second gears and causes the second gears to rotate relative to the first gear.

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6. The gaming device of Claim 5, wherein the ratio of the number of revolutions of each of the second gears to the number of revolutions of the first gear is greater than 1 to 1.

15 7. The gaming device of Claim 5, wherein the ratio of the number of revolutions of each of the second gears to the number of revolutions of the first gear is 3.5 to 1.

8. The gaming device of Claim 1, wherein one of the symbol
20 display members includes at least one illumination device.

9. The gaming device of Claim 1, wherein a plurality of the symbol display members include at least one illumination device.

10. The gaming device of Claim 1, wherein all of the symbol display members each include at least one illumination device.

5 11. The gaming device of Claim 1, wherein at least two of the symbols on each of the symbol display members are different.

12. The gaming device of Claim 1, wherein a plurality of the symbols on each of the symbol display members are different.

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13. The gaming device of Claim 1, wherein all of the symbols on each of the symbol display members are different.

14. The gaming device of Claim 1, wherein the symbols represent an
15 outcome of at least one of the group consisting of: a game element, an award, a free spin, a free game and a modifier.

15. The gaming device of Claim 1, which includes a movable symbol indicator positioned adjacent to the symbol display mechanism and attached
20 to the housing, wherein the symbol indicator is operable to move to indicate at least one of the symbols on the symbol display members.

16. The gaming device of Claim 15, wherein the symbol indicator includes an indicator member, a lever arm and an actuator, said lever arm is connected to the indicator member at a first end and to an actuator at a second end, said actuator being operable to move the lever arm and cause
5 the indicator member to pivot.

17. The gaming device of Claim 16, wherein the connections of the first end and the second end of the lever arm is in substantially the same plane.
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18. The gaming device of Claim 15, which includes a slip disk having a fixed member and a moveable member, wherein the fixed member is connected to the symbol indicator and the moveable member is connected to symbol display mechanism, and wherein the slip disk is operable to facilitate
15 the transfer of electrical signals to the symbol indicator and the symbol display mechanism to control the movement of the symbol indicator and the symbol display mechanism.

19. The gaming device of Claim 1, which includes a pivotable symbol indicator positioned adjacent to the symbol display mechanism and movably attached to the housing, said symbol indicator including an indicator member and a pivot member having a first end and a second end, wherein
5 said first end of the pivot member is connected to the indicator member and the second end of the pivot member is connected to a body.

20. The gaming device of Claim 19, which includes a substantially horizontal axle extending through and connecting to an opening defined in the
10 pivot member, each of said ends of said pivot member are connected to substantially vertical spaced apart axle supports, wherein the axle supports are connected to the housing, and wherein the symbol indicator pivots about the axis defined by the axle toward and away from one of the symbol display members.

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21. A gaming device comprising:

- a game operable upon a wager by a player;
- a cabinet;
- a housing connected to the cabinet;
- 5 a symbol display mechanism including a support movably attached to the housing and a plurality of symbol display members each independently movably attached to the support, wherein each of said symbol display members includes at least one symbol and at least one of said symbol display members includes a plurality of symbols;
- 10 a movable symbol indicator positioned adjacent to the symbol display mechanism and attached to the housing, wherein upon the occurrence of a triggering event associated with the game, the symbol display mechanism and each of the symbol display members independently move and the symbol indicator moves adjacent to one of the symbol display member to indicate one
- 15 of the symbols on said symbol display members; and
- an award adapted to be provided to a player, wherein the award is based on the indicated symbol.

22. The gaming device of Claim 21, wherein at least a portion of the

20 housing includes a substantially transparent material.

23. The gaming device of Claim 21, wherein the symbol display mechanism includes a plate and a support having a first end and a second end, said first end being attached to the plate and said second end being movably connected to the housing.

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24. The gaming device of Claim 23, which includes an actuator coupled with the second end of the support.

25. The gaming device of Claim 21, which includes a first gear
10 positioned adjacent to the symbol display mechanism and attached to the frame, and a plurality of second gears, each of said second gears attached to one of the symbol display members, wherein the first gear is meshed with each of the second gears and causes the second gears to rotate relative to the first gear.

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26. The gaming device of Claim 25, wherein the ratio of the number of revolutions of each of the second gears to the number of revolutions of the first gear is greater than 1 to 1.

20 27. The gaming device of Claim 25, wherein the ratio of the number of revolutions of each of the second gears to the number of revolutions of the first gear is 3.5 to 1.

28. The gaming device of Claim 21, wherein one of the symbol display members includes at least one illumination device.

29. The gaming device of Claim 21, wherein a plurality of the symbol display members include at least one illumination device.

30. The gaming device of Claim 21, wherein all of the symbol display members each include at least one illumination device.

31. The gaming device of Claim 21, wherein at least two of the symbols on each of the symbol display members are different.

32. The gaming device of Claim 21, wherein a plurality of the symbols on each of the symbol display members are different.

33. The gaming device of Claim 21, wherein all of the symbols on each of the symbol display members are different.

34. The gaming device of Claim 21, wherein the symbols represent an outcome of at least one of the group consisting of: a game element, an award, a free spin, a free game and a modifier.

35. The gaming device of Claim 21, wherein the symbol indicator includes an indicator member, a lever arm and an actuator, said lever arm is connected to the indicator member at a first end and to an actuator at a second end, said actuator being operable to move the lever arm and cause
5 the indicator member to pivot.

36. The gaming device of Claim 35, wherein the connections of the first end and the second end of the lever arm is in substantially the same plane.
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37. The gaming device of Claim 21, which includes a slip disk having a fixed member and a moveable member, wherein the fixed member is connected to the symbol indicator and the moveable member is connected to symbol display mechanism, and wherein the slip disk is operable to facilitate
15 the transfer of electrical signals to the symbol indicator and the symbol display mechanism to control the movement of the symbol indicator and the symbol display mechanism.

38. A gaming device comprising:
a game operable upon a wager by a player;
a cabinet;
a housing connected to the cabinet;

5 a symbol display mechanism including a support movably attached to the housing and a plurality of symbol display members each independently movably attached to the support, wherein each of said symbol display members includes at least one symbol and at least one of said symbol display members includes a plurality of symbols;

10 a symbol indicator positioned adjacent to the symbol display mechanism and attached to the housing, said symbol indicator being movable towards and away from the symbol display members; and

a processor operable to cause the symbol display mechanism to move relative to the housing, each of the symbol display members to
15 independently move relative to the symbol display mechanism, the symbol indicator to move towards one of the symbol display members to indicate one of the symbols on the symbol display member after the occurrence of a triggering event associated with the game and provide an award to a player based on the indicated symbol.

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39. The gaming device of Claim 38, wherein at least a portion of the housing includes a substantially transparent material.

40. The gaming device of Claim 38, wherein the symbol display mechanism includes a support having a first end and a second end, said first end being attached to the plate and said second end being rotatably connected to the housing.

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41. The gaming device of Claim 40, which includes an actuator coupled with the second end of the support.

42. The gaming device of Claim 38, which includes a first gear
10 positioned adjacent to the symbol display mechanism and attached to the frame, and a plurality of second gears, each of said second gears attached to one of the symbol display members, wherein the first gear is meshed with each of the second gears and causes the second gears to rotate relative to the first gear.

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43. The gaming device of Claim 42, wherein the ratio of the number of revolutions of each of the second gears to the number of revolutions of the first gear is greater than 1 to 1.

20 44. The gaming device of Claim 42, wherein the ratio of the number of revolutions of each of the second gears to the number of revolutions of the first gear is 3.5 to 1.

45. The gaming device of Claim 38, wherein one of the symbol display members includes at least one illumination device.

46. The gaming device of Claim 38, wherein a plurality of the symbol display members include at least one illumination device.

47. The gaming device of Claim 38, wherein all of the symbol display members each include at least one illumination device.

48. The gaming device of Claim 38, wherein at least two of the symbols on each of the symbol display members are different.

49. The gaming device of Claim 38, wherein a plurality of the symbols on each of the symbol display members are different.

50. The gaming device of Claim 38, wherein all of the symbols on each of the symbol display members are different.

51. The gaming device of Claim 38, wherein the symbols represent an outcome of at least one of the group consisting of: a game element, an award, a free spin, a free game and a modifier.

52. The gaming device of Claim 38, wherein the symbol indicator includes an indicator member, a lever arm and an actuator, said lever arm is connected to the indicator member at a first end and to an actuator at a second end, said actuator being operable to move the lever arm and cause
5 the indicator member to move.

53. The gaming device of Claim 52, wherein the connections of the first end and the second end of the lever arm is in substantially the same plane.

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54. The gaming device of Claim 38, which includes a slip disk having a fixed member and a moveable member, wherein the fixed member is connected to the symbol indicator and the moveable member is connected to symbol display mechanism, and wherein the slip disk is operable to facilitate
15 the transfer of electrical signals to the symbol indicator and the symbol display mechanism from the processor to control the movement of the symbol indicator and the symbol display mechanism.

55. A method of operating a mechanical display device including a housing, a movable symbol display mechanism connected to the housing, a plurality of symbol display members independently movably connected to the symbol display mechanism, each of the symbol display members including at least one symbol and at least one of said symbol display members including a plurality of symbols, the symbols including a plurality of non-multiplier values and at least one multiplier, and a pivoting symbol indicator connected to the symbol display mechanism which is operable to pivot toward one of the symbol display members to indicate one of the symbols on the symbol display member, wherein the mechanical display device is operated in conjunction with a game, the method comprising:

(a) moving the symbol display mechanism and each of the symbol display members after a triggering event associated with the game;

(b) indicating one of the symbols on one of the symbol display members by moving said symbol indicator towards said symbol display member;

(c) accumulating the value of any multipliers associated with the symbol on the indicated symbol display member;

(d) repeating steps (a) to (c) until a non-multiplier value is associated with the symbol on the indicated symbol display member; and

(e) providing an award to a player, wherein the award is the product of the accumulated multiplier and the non-multiplier value.

56. The method of Claim 55, which includes the step of providing the award to the player when a designated accumulated multiplier value is achieved before one of the symbols including a non-multiplier value is indicated in the game.